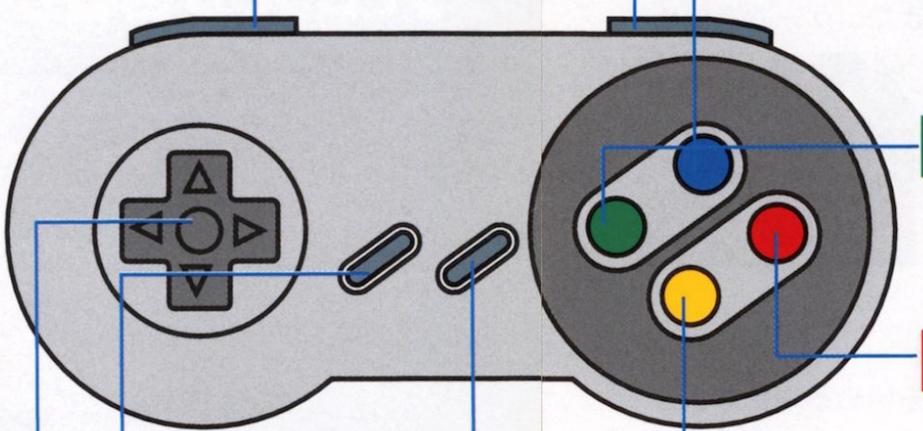
Basic operation method

Here we will explain how to use the basic operations.

Controller parts and operation

This section introduces the names of each part of the controller and how to operate them. For details on how to operate the controller, please refer to the following pages.



cross button

Character and cursor movement

Use it to move the character, switch menu screens, select commands, etc.

select button

Leader decision

Each time the button is pressed, the player can change the character they are controlling.

start button

Calling the warehouse screen and turning on/off the 2 controller operation

Pressing this button outside of battle will bring up the storage screen. Also, pressing the start button on one side of the two controllers will split the party into two, allowing for two-player play.

*If the character controlled by controller 2 disappears off the screen during two-player play, control will be temporarily turned off, but the character will automatically return to the character controlled by controller 1, and control will become available again.

Ⓛ/ⓇButton

Temporary companion manipulation

You can change the character you are controlling by holding down the button. If you have a party of three, you will use the Ⓛ and Ⓡ buttons, and if you have a party of two, you will use the Ⓡ button.

× button

ring command call

Show ring commands.

Ⓨ Button

Menu screen call

Display the menu screen.

Ⓐ Button

Attack/Conversation/Decision

You can use various commands and attack with weapons. You also use this button to talk to people and open treasure chests.

B button

Special Move/Dash/Cancel

Pressing it when the count is full will perform a special move. Also, pressing it at the same time as the D-pad while moving will allow you to dash. It is also used to cancel a command.

*The operations of each button are at the default settings.

How to view the game screen

This section explains how to view and use the various menu screens.

The field screen where the adventure takes place

The field screen is where the party moves and fights. Various character data is displayed on this screen. Please refer to the following for details.

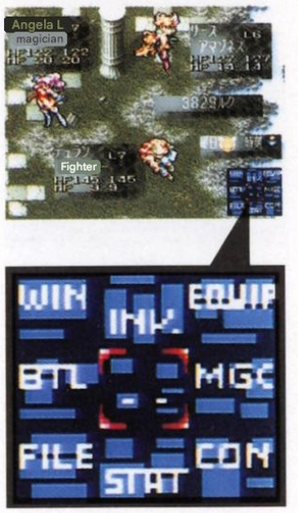
1. three characters
2. HP current value/maximum value
3. Controller number being operated (see column below)
4. Count (see page 19)
5. current level
6. Character display window
7. Current value of MP

How to view the screen when forming a party

In a two- or three-person party, the controller number for the controlled character (pictured above) will show "1" for controller 1, and the controller number for the non-controlled character will show L or R. Remember that these correspond to the buttons you press to make the non-controlled character's L or R display a ring (see page 17) or to temporarily control them. Also, in two-player games, the number for controller 2 is not displayed, so be sure to keep track of which character you are controlling at all times as you play.

Menu screen consisting of 9 screens

When you press a button during the game, a menu screen will appear where you can check your status, equip yourself, etc. This menu screen is divided into nine screens, which can be switched with the D-pad. In addition, a sub-screen will be displayed in the bottom left corner of each screen showing the layout of all the menus, so it is a good idea to use it when switching between screens. Please refer to the following for how to use each menu. To exit the menu screen, press Button B.



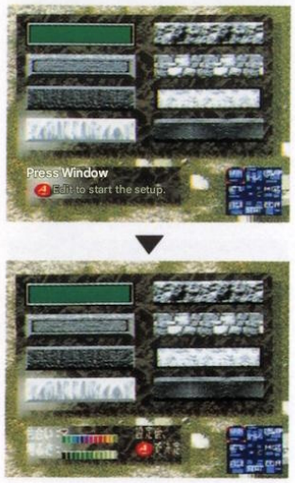
1 Menu initial screen

This is the first screen that appears when you call up the menu screen. In addition to your party's level, current class, current and maximum HP and MP, you can check your money, the day of the week, the time, etc. Also, if you press the A button on this screen, it will automatically switch to the STAT screen shown just below.

You can change the displayed character by pressing the select button.

Of the nine menus, six screens, "Menu Initial Screen", "INV.", "EQUIP", "BTL", "MGC" and "STAT", are menu screens that are related to characters. On these six screens, information about the controlled character is displayed first, but by pressing the SELECT button, you can display non-controlled characters. This is a good way to use when changing equipment, etc.

2 WIN [Change window]



You can change the background pattern and color of the message window. First, use the directional pad to select the desired background pattern from the eight window frames, then press the A button to confirm. A bar for adjusting the color will then be displayed, so adjust the "hue" and "brightness" using the up, down, left, and right arrows on the directional pad. Once you have finished setting, press the A button to confirm, and the message screen will be displayed with the window background pattern and color you have set here.

3 INV. [Exchange of owned items]

You can equip, exchange, or deposit weapons and armor you currently own. Use the left or right directional pad to select "Weapon," "Armor," "Helmet," "Ring," or "Shield," and press the A button to confirm. Three options will then be displayed: "Equip," "Exchange," "Storage." Select one of these three options and confirm. Details of each option are provided on the right page.

equipment

Switch to EQUIP screen

When you select "Equip", the screen will automatically switch to the EQUIP screen, where you can equip your equipment. It is a good idea to use this screen when you want to change your equipment after checking the weapons and armor you own. Please refer to the right for information on how to equip each weapon and armor.

exchange

Exchange of items

You can exchange weapons, armor, and items within your party. First, select "Exchange," then move the finger cursor that appears when you confirm to the item you want to exchange from, and press the A button to confirm. A new finger cursor will then appear, so this time move it to the item you want to exchange with, and press the A button to confirm.

warehouse

Leave unnecessary items behind

You can store items that you can no longer carry in the warehouse. Select "Warehouse" and confirm, then move the finger cursor over the item you want to store and press the A button to confirm. Once you have stored an item, you can press the start button outside of battle to call up the warehouse and retrieve it.

Remove items from the warehouse

After pressing the start button to call up the warehouse, first select the type of item with the left or right of the directional pad, then press the A button to confirm. A finger cursor will then appear, so select and confirm the items you currently own (you can also select "none") and the items in the warehouse, then swap or withdraw items.

4 EQUIP [Weapons and Armor Equipment]

You can change your equipment. First, press the A button to display the cursor on the list of weapons and armor currently equipped. Next, move the cursor to the weapon or armor you want to change and press the A button to confirm. This will move the cursor to a window that displays weapons and armor, including equipped items (marked with an "E" symbol) and unequipped items. Select the new weapon or armor you want to equip here and confirm, and your equipment will be complete.

5 BTL [Attack Order]

You can set the battle behavior for each character. Use the A button to bring up the cursor, use the cross button to select the target monster, etc., and press the A button to confirm. After deciding on the target, etc., select and confirm whether you want to automatically use a special move when not in operation (select the name of the move you want to use at that level), or whether you want to use the Ⓛ and Ⓡ buttons yourself and then press the B button to use a special move (select None).

6 MGC [Check the acquired magic and its effects]

You can find out the effects of magic and special attacks you have already learned. First, press the A button to display the cursor. Use the directional pad to move the cursor to the magic or special attack you want to know the effect of, and press the A button to select it. A simple explanation will then be displayed.

Also, here we
easy to use
profile
will also show the
will be shown.

7 FILE [Check save file]

You can check the save status of your save files. However, this screen only allows you to check. You cannot save. Please refer to page 9 for information on how to save.

8 STAT [Check status]

In addition to detailed values for each character's ability scores and parameters, you can also check the jobs they can take at the next class change, their current experience points, and the experience points required to level up. For details on each ability score, see the right, and for details on parameters, see page 23.

Offensive power
It affects the amount of damage you can inflict on enemies.

Defense power
Affects the amount of damage you receive from enemy attacks.

Evasion rate
Affects your chances of avoiding enemy attacks.

magic defense
Affects the amount of damage you receive from enemy magical attacks.

9 CON [Change operation button settings]

You can change the assignment of the operation buttons. First, press the A button to display a cursor, then use the directional pad to move it and select the operation button you want to change. Here, by directly inputting the desired button, the originally assigned button will be replaced with the newly assigned button (the desired button above). Select "End" and confirm to complete the setup.

ring command 7

Let me introduce them to you. The types of ring commands and how to operate them are displayed in a unique way.

3 types of ring commands

The unique ring commands in Secret of Mana can be displayed by pressing a button. The types are listed below.

item ring

This ring displays the items currently owned by the party. Items are shared by all party members, so no matter who summons the ring, the displayed contents will all be the same.

Magic/Special Attack Ring

This is a ring that can be displayed if you have learned magic or special attacks. Each character has their own unique ring, so you will need to change the display to a specific character's ring depending on your purpose (see the right page).

spirit ring

Unlike the two above, this is a special ring that cannot normally be opened. They will only appear when you need the help of fairies or spirits as you progress through your adventure, but it is up to you to decide which spirits to use.

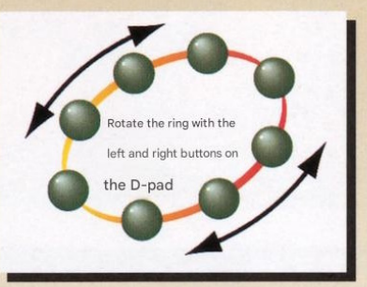
"How to use ring commands"

Here we will introduce how to rotate the ring, change the display to another ring, and move the ring to a companion. However, if there is no item or magic displayed on the ring, you will not be able to summon the ring.

How Ring Command Loops Work

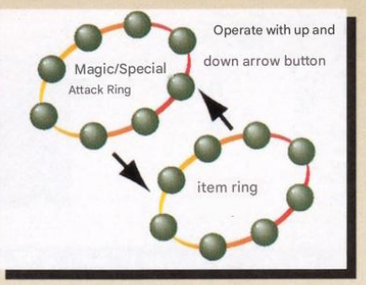
How to select within the ring

When using magic or items on the same ring, press left or right on the D-pad to rotate the ring and select a command, then press the A button to confirm.



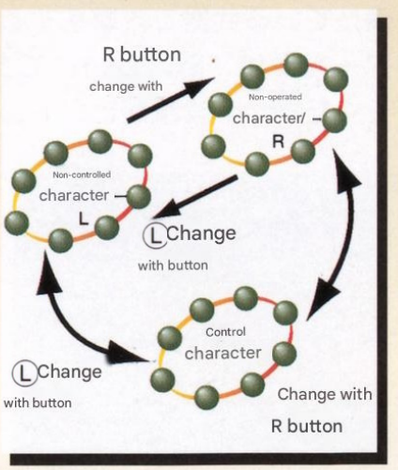
How to change to another ring

To switch from the item ring to the magic/special attack ring, or from the magic/special attack ring to the item ring, press up or down on the D-pad.



How to change the ring display to a different character

When you open the ring, the ring of the character you are controlling will open first. However, if you want to use the magic or special attack ring, you will need to change the ring to the ring of the character you want, since each character has their own ring. In this case, press the Ⓛ or Ⓡ button (see page 10) to change the character whose ring is displayed.



battle system

Attack enemies with new motion battles

When you encounter an enemy, you enter into a battle without switching screens. By adding auto-operation to the motion battle, anyone can easily enjoy realistic battles. Here, we will explain the characteristics of each attack method and how to operate it.

Here are some tips for combat. The new motion battle has become more thrilling.

Normal attack | Attack with equipped weapon

To attack with your equipped weapon, use the D-pad to control your character, approach the enemy, and press the A button at the right time. If your attack hits the enemy and deals a certain amount of damage, you will defeat it. Also, if you deal damage to an enemy with a weapon attack, a count will accumulate (see right), and when it reaches a certain value, you will be able to unleash a special move.

Special move | A variety of attacks using the count-up system

Each character has a powerful special move that can deal a lot of damage to enemies. These special moves can be used by accumulating a count. Below we will explain the process.

attack process

1 save count

The count will light up each time your weapon attack hits. First, let's build up the count until it turns green.

2 When the count is full, press B button

If you keep dealing damage, the count will accumulate and turn green. Now press the Ⓑ button.

2081

3 A powerful special move explodes

The above operation will unleash the special move. Note that even if you use a special move, if the attack misses, the count will not decrease.

Even more powerful special moves can be learned

As you progress through the game, you can use more powerful types of special moves. However, keep in mind that the count will be longer and you will have to charge up more. However, special moves learned in the previous can be used with the same number of counts as before, without having to charge up to the maximum.

Magic & special attacks

Use learned magic and special attacks

Magic and special attacks with various effects are indispensable in battle.

All attacks appear on the same ring and are controlled exactly the same way.

attack process

1 open ring command

First, use the buttons to issue ring commands. Use the D-pad to change the ring to a magic or special attack ring, or the R button to change it to the character's ring.

2 Select magic or special attack

Once the ring is displayed, select the magic or special attack you want to use by pressing left or right on the directional pad, then confirm with the A button. If you don't need to select a target, the attack will be activated at this point.

3 Decide on the target audience

Depending on the type of magic or special attack, you may need to select the target. In that case, after performing the above steps, select the target with the D-pad and press the A button to confirm.

[Automatic operation and semi-automatic systems

In battle, there are two ways to control the game: manual control (see page 18), where the player moves the character and attacks enemies, and automatic control, where the character attacks enemies automatically. The semi-automatic system allows you to instantly switch between these two battle methods. If you use this system well, you will be able to fight more smoothly.

automatic system

Automatic operation allows you to automate all of the character control with the D-pad and the attack operation with the A button. To operate, simply hold down the A button during battle. At this time, the red letters "AT" will appear to the left of the character display window.
However, during automatic operation, you cannot use special moves, items, magic, or special attacks.

semi-automatic system

You can instantly switch between manual and automatic operation. This is a semi-automatic system. When in automatic operation, you can release the A button while holding it down to switch back to manual operation, and when in manual operation, you can hold down the A button to switch back to automatic operation. It's a good idea to start by fighting with automatic operation, and then switch to manual when you want to use special moves, items, magic, or special attacks.

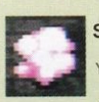
Treasure chest where roulette appears

When you defeat a monster and "WIN!" is displayed, there is a certain probability that a treasure chest will appear. When you open the treasure chest, you can usually obtain a number of items, but on rare occasions, the treasure chest may contain a roulette trap like the one shown below. To stop the roulette, press the A button.

spike
A spear will fly out of the ground and cause damage.

auger box
A treasure chest-shaped monster opens its mouth wide and attacks.

arrow
Spears will rain down and you will take damage.



smoke
You will take damage from the smoke coming out of the treasure chest.

bomb
A huge explosion occurs, damaging everyone.

Shinigami-kun
The Grim Reaper attacks with a large scythe.

kaiser mimic
A treasure chest-shaped monster will jump around and attack you.

stone
Rocks will fall from above and cause damage.

[Status abnormality received during battle

Just as the party can use magic and special attacks, monsters can also use similar attacks.

Such attacks can result in abnormal status effects. Here we will introduce the symptoms.

name	symptoms
silence	You will be unable to use magic.
curse	When you attack an enemy, the damage is returned to you.
Snow Daruma	You will turn into a snowman and be unable to move.
charred black	You will be charred and lose a quarter of your HP.
Chibikko	It will become smaller and its attack power will decrease.
highly poisonous	The poison spreads throughout your body, gradually reducing your HP.
Mowgli	You will be transformed into a Moogle and will be unable to attack.
petrification	Take half of your HP and become stone. You will be unable to act.
sleep	You will fall asleep for a set period of time and become unable to act.
Unable to fight	This is what is known as a fainted state. Naturally, you will be unable to take any action.

[Consider tactics depending on day, night, and day of the week]

In this world, there are concepts such as day and night, and days of the week. Monsters are stronger at night, and the effect of each elemental magic is slightly stronger on the day of the week for each spirit. Take this into consideration when fighting.

growth system

continuing to fight enemies.
Characters grow by
Here is the process.

Characters that grow in various ways

There are three main elements to character growth. Please refer to the following for details.

level up — Freely select ability values

When a character reaches a certain amount of experience points, the character will level up and a Level Up Ring will appear. Use the left and right arrow buttons on the D-pad to select the icon of the parameter you want to increase (see below), then press the A Button to confirm.

strength (+1 STR)
It affects the attack power of the weapon and the power of special moves.

dexterity (+1 DEX)
Affects the accuracy of weapon attacks and their evasion rate.

stamina (+1)
Affects defense against weapon attacks and maximum HP.

intelligence (+1 INT)
Affects the effectiveness of offensive magic and its evasion rate.

spirit (+1)
Affects effectiveness of recovery magic and indirect magic defense.

luck (+1 LUC)
It affects etc.

Learning magic and special attacks

Acquire magic and special attacks

Here, we will introduce the process of acquiring spirit magic and special attacks.

Attacks can be mastered by following the two-step process of ② and ③.

Conditions for acquiring spirit magic and special attacks

❶ Encounter with spirits

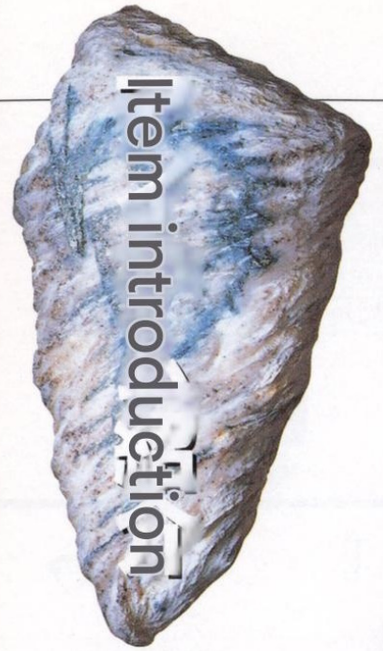
In order to learn the magic of each realm, you need the power of the spirit that rules that realm. Therefore, the absolute prerequisite for mastering spirit magic is to first meet a spirit and have it join your party. For example, meeting and working with a salamander is a prerequisite for learning fire magic, and meeting and working with a djinn is a prerequisite for learning wind magic.

❷ Securing the required ability values

To learn magic or special attacks, you must raise the ability score required to learn that skill to a certain value. Ability scores refer to the six items that can be raised when leveling up (see page 23). Then, when a certain ability score (for example, intelligence is important for attack magic, and spirit is important for recovery magic) reaches a certain value, you will be able to learn magic in order when leveling up.

❸ level up

When you level up while fulfilling the above conditions ① and ②, after you increase one of your abilities with the Level Up Ring (see page 23), the name of the magic or special attack and the target will be displayed on the screen. (If there is no magic or special attack that can be acquired, it will not be displayed.) This is the signal that you have acquired the magic or special attack. After this, you can use the magic you have acquired by summoning the Magic/Special Attack Ring, selecting the magic to use and the target, and confirming (see page 20).



[Item introduction]

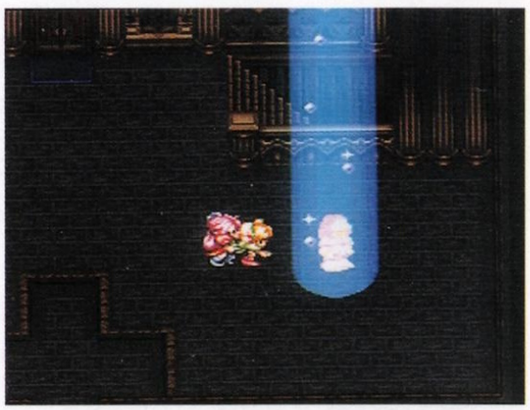
回復 magic, seeds のく

From shops and treasure chests

The items you can get are: , special, attack.

Items with various effects

As you progress through your adventure, the items introduced here are just as important as your equipment. Some of them are not available in stores, so be sure to search for them. Please see below for the effects of each item.



HEAL
recovery items

These seven recovery items will help save your injured or sick teammates.

round drop	Recovers up to 100 HP.
Pakkun chocolate	Recovers up to 250 HP.
honey drink	Recovers HP to maximum.
magic walnut	Recovers MP to maximum.
Pui Pui grass	Cures status abnormalities such as poison and small.
Stardust Harp	Recovers from status abnormalities other than incapacity.
"Angel's Holy Grail"	Fully heals allies who fall in battle.

SPECIAL
special items

Magical items that have special effects. Magic Rope and Dream Flower can be purchased in the store.

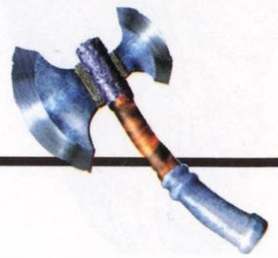
magic rope–	You can escape from the dungeon.
dream grass	You can switch between day and night.

ATTACK

attack item

An item that can be used in battle to inflict damage on enemies.

darts	It's a deadly dart with a sharp tip.
hand ax	A small axe for throwing.
Shuriken	It is a hand-thrown weapon that has been brought over from other countries.
pumpkin bomb	A pumpkin bomb with powerful destructive power. MP Syphons the target.



SEED species

These seeds are items that you can never buy in a store. You can grow and obtain items by planting them in flowerpots that are available in stores in each town and village. However, even if you plant an "item seed," you don't know what item will grow. You can only enjoy it after it grows. Sometimes you might get an unexpectedly powerful item.

item type
mysterious seeds
magic seeds
Weapon and Armor Types
seeds of projectiles
seeds of ???

M A G I C

magic items

The magic items introduced here have the same effect as spirit magic. There are 48 of them. That's exactly the same number as spirit magic.

All 48 spells in these pages can be cast by any character via using one of 48 corresponding spell items. 17 are *shop items named in these pages*
You may only randomly find a few appearances of the other such spell items as rare finds along your adventure. Good luck finding any not for sale!

Earth type

earth coin	*Has the effect of a diamond missile.
gnome statue	Provides the effect of Earthquake.
Basilisk fang	Provides the effect of Stone Cloud.
Barrette's scales	*It provides a protective effect.
Eye-of Needlion	Has a speed-down effect.
"Mallbear's Claws"	*It has the effect of Diamond Saber.

water system

ice coin	*Has the effect of Ice Smash.
statue of undine	Has the effect of a mega splash.
White dragon's fang	Provides the effect of Cold Blaze.
"Sahagin Scales	*It has a mind-up effect.
slime eyes	This has the effect of reducing power.
Poseidon's Claw	*It has the effect of Ice Saber.

fire type

flame coin	*Has a fireball effect.
salamander statue	Has the effect of Explode.
"Fire Lizard's Fangs	Provides the effect of Blaze Wall.
Drake Scale	*It gives a power-up effect.
battom's eyes	It has a mind down effect.
Cerberus' Claws	*It has the effect of Flame Saber.

Wind type

storm coin	*Provides an air blast effect.
statue of jinn	Provides the effect of Thunderstorm.
Harpy fangs	Has a silence effect.
bee scales	It has a speed-up effect.
Galby's eyes	*It has a protect down effect.
siren's claw	It has the effect of Thunder Saber. *

Wood-based

myconid eyes	Has the effect of Sleep Flower.
Petit dragon eyes	Provides the effect of a Poison Bubble.
statue of a dryad	It has a trans-shape effect.
Grell oil	It has the effect of Aura Wave.
matango oil	This has the effect of counter magic.
Crawler's Claw	It has the effect of Leaf Saber.

Moon system

moon coin	Has the effect of Lunatic.
luna statue	It has a half vanish effect.
Little Devil's Eyes	It has a body change effect.
polovin oil	Provides a life booster effect.
Carmilla's Claws	It has the effect of Moon Saber.

light system

coin of light	*Has the effect of Holy Ball.
wisp statue	Has the effect of Saint Beam.
Poto oil	*Provides the effect of Heal Light.
Pakkun oil	Provides the effect of a magic shield.
mama potooil	*Has the effect of Tinkle Rain.
Papa Poto's Claws	It has the effect of Saint Saber.

dark system

dark coin	*It exerts the effect of Evil Gate.
Shade statue	Demonstrates the effects of Dark Force.
ghost eyes	Has the effect of a Death Spell.
Spectre's Eye	*Has the effect of Antimagic.
Shadow Zero Eyes	It exerts the effect of the Black Curse.
demon claw	It exerts the effect of the Dark Saber.

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You may only randomly find a few appearances of the other such spell items as rare finds along your adventure. Good luck finding any not for sale!

earth

A magic spell that makes full use of the power of the earth. It can cause earthquakes or turn enemies to stone.

Diamond Missile [MP2]
It deals damage by firing sharp diamond particles at enemies.
shop item Earth Coin* casts it by thrower's INT

Earthquake [MP4]
Summons a giant rock and drops it on the enemy, dealing damage.

Stone Cloud [MP7]
It envelops enemies in a dark blue cloud, dealing damage and turning them to stone.

Speed Down [MP2]
It can shift the ground around enemies, reducing their speed by half.

Protect Up [MP2]
By attaching sand particles to the entire body, it increases its defensive power.
shop item Bulette Scale casts it also

Diamond Saber (MP4)
You can spray diamond crystals onto your weapon to give it the earth element.
shop item Molebear Claw casts it also

water

A magic spell that mainly uses water and its crystallized form, ice. It can make ice fall or freeze enemies.

Ice Smash (MP2)
It deals damage by hurling giant ice cubes reminiscent of gemstones at enemies.
shop item Ice Coin* casts it by thrower's INT

Mega Splash [MP4]
It instantly freezes the groundwater, forming sharp icicles that pierce the enemy.

Cold Blaze [MP7]
Envelops enemies in a giant layer of ice, dealing damage and turning them into snowmen.

Power Down [MP2]
It can extract substances from the enemy's body and reduce their attack power.

Mind Up [MP2]
By infusing pure water into your body, your magical attack power will increase.
shop item Sahagin Scale casts it also

Ice Saber [MP4]
Weapons can be sprinkled with holy water to give them the water element.
shop item Poseidon Claw casts it also

※ Character sprites nearby indicate who can learn the spell innately.

* indicates the thrown item can be cast on all targets or just one target.

darkness

Magic that summons chilling dark powers. Uses powerful attack magic to strike fear into the enemies.

Evil Gate [MP2]
Summons a wave of darkness that envelops the enemy and deals damage.
shop item Dark Coin* casts it by thrower's INT

Dark Force [MP5]
The power of darkness is thrust into enemies like a sharp knife, dealing damage.

Death Spell [MP7]
Creates a pitch black space around enemies, eliminating them depending on the level.

Black Curse [MP6]
Curse an enemy, returning damage taken from their weapon attack directly to them.

Antimagic [MP4]
Borrowing the power of darkness, it nullifies all indirect attacks, support magic, and gauge counts.
shop item Specter Eye casts it also

Darksaber (MP4)
You can imbue your weapon with dark power, giving it the dark attribute.

wind

This is a magic that uses the air and wind that are all around us. It can also summon things like lightning.

Airblast (MP2)
Creates a sharp kamaitachi to slash enemies and deal damage.
shop item Storm Coin* casts it by thrower's INT

Thunderstorm [MP4]
Creates a thundercloud above the enemy, causing lightning to strike and damage them.

stun wind [MP7]
Creates a vacuum around enemies, dealing damage and silencing them.

Protect Down [MP2]
It creates a blue band of air around the enemy, lowering their defense.

Speed Up [MP2]
It uses the power of the wind blowing through the air to increase its speed.
shop item Bird Scale casts it also

Thunder Saber [MP4]
You can give your weapon the lightning element by casting lightning directly onto it.
shop item Siren Claw casts it also

Seiken Densetsu 3 聖剣伝説3

Sword of Mana Legend 3 SEIKEN DENSETSU

All 48 spells in these pages can be cast by any character via using one of 48 corresponding spell items. 17 are shop items named in these pages.
You may only randomly find a few appearances of the other such spell items as rare finds along your adventure. Good luck finding any not for sale!

tree

Magic that summons the power of trees that are rooted in the earth. There are many magic spells that assist in attacks.

Sleep Flower (MP3)
It scatters sleep-inducing pink petals, putting the enemy to sleep and dealing damage.

Poison Bubble [MP5]
Sprays bubbles made from the sap of poisonous plants at enemies, inflicting damage and poison.

Trans Shape [MP2]
By sprinkling nut powder on his body he can turn invisible, allowing him to move around undetected by his enemies.

Counter Magic [MP6]
It spreads green spheres around you and reflects magic cast by enemies.

Aura Wave [MP3]
Absorb the life force of the trees into the sword to bring the count to MAX.

Leaf Saber [MP4]
Gives the weapon the power of tree roots, giving it the effect of absorbing MP when attacking.

light

Magic that draws its source from the power of sacred light. It is the only attribute that has magic that can restore HP.

Holy Ball [MP2]
shop item Light Coin* casts it by thrower's SPIR

Creates small spiraling balls of light around enemies, dealing damage.

saint beam [MP5]
Fires a beam of blue laser-like light at enemies, dealing damage.

Heal Light (MP3)
shop item Poto Oil* casts it by thrower's SPIR

By bathing your entire body in holy light, you can recover HP.

Tinkle Rain [MP2]
shop item Mama Poto Oil* casts it also

A shower of light falls from the heavens, curing abnormal status conditions.

Magic Shield [MP4]
By applying a thin blue membrane, damage from elemental magic cast by enemies is halved.

Saint Saber (MP4)
You can imbue your weapon with divine power, giving it the attribute of light.

Moon

A magic spell that borrows the power of the moon, which shines brightly in the night sky. Like the "wood" magic, its main function is to assist in attacks.

Lunatic [MP5]
By bathing the enemy in the mysterious light of the moon, all of their abilities are reduced.

Half Vanish [MP3]
Envelops enemies in a dazzling ball of light, randomly halving their HP.

Body Change (MP3)
It envelopes enemies in a mysterious smoke, transforming them into Shell Hunters and dealing damage.

Life Booster [MP4]
It draws in the energy of the moon into your body, increasing your maximum HP during battle.

Moon Saber (MP4)
Gives the weapon the power of the moon, giving it the effect of absorbing HP when attacking.

fire

A magic spell that makes use of scorching flames. It can increase your power or burn your enemies black.

Fireball [MP2]
shop item Flame Coin* casts it by thrower's INT

Summon a fireball and throw it at the enemy, engulfing them in a pillar of fire and dealing damage.

Explode [MP4]
Creates a powerful explosion wave in the surrounding area, dealing damage to enemies.

Blaze Wall [MP7]
Summons lava from the ground like a pillar of fire to damage enemies.

Mind Down [MP2]
It removes the enemy's burning fighting spirit and reduces their magical attack power.

Power Up [MP2]
shop item Drake Scale casts it also

The energy of the burning flames is injected into the body, increasing Ka.

Flame Saber [MP4]
shop item Cerberus Claw casts it also

You can spray sparks onto your weapon to give it the fire attribute.

※ Character sprites nearby indicate who can learn the spell innately.

* indicates the thrown item can be cast on all targets or just one target.

character

introduction

Six protagonists embark on an adventure

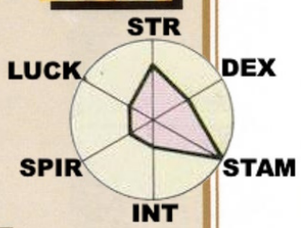
Here are the profiles of the six people who are setting off on this adventure.

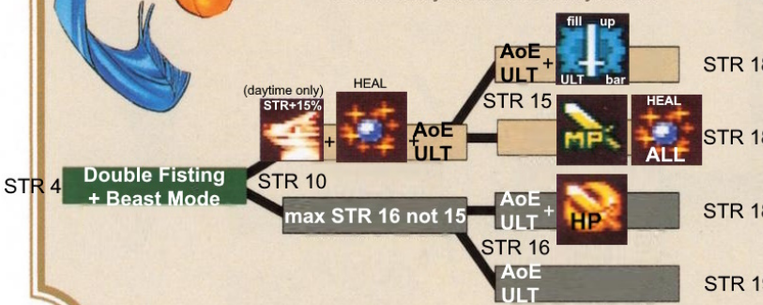
Players will choose three characters to advance on the adventure.

kevin

Age: 15 years old Gender: Male

Ha is the son of the beastman king who rules the Beast Kingdom, and is a beastman half and human. Although he is mature, he still has a boyish side to him. He dislikes people and is not good at talking, so he is easily misunderstood by others.



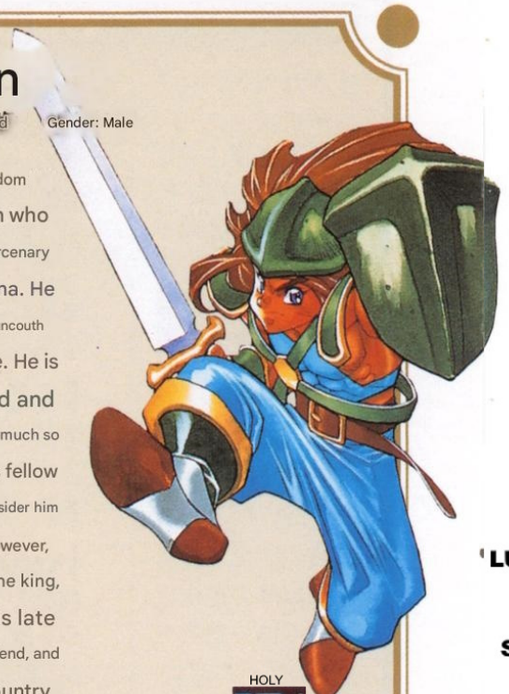


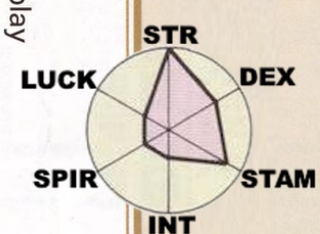
duran

Age: 17 years old Gender: Male

A proud man who serves as a mercenary under Lucena. He has a rough and uncouth appearance. He is hot-headed and competitive, so much so that even his fellow mercenaries consider him dangerous. However, he respects the king, who was his late father's best friend, and loves his country more than anything.

grassland kingdom

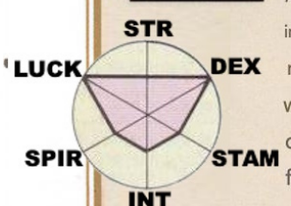


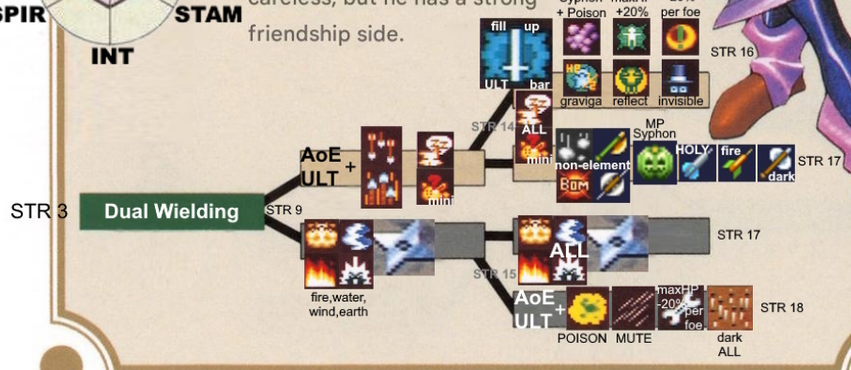


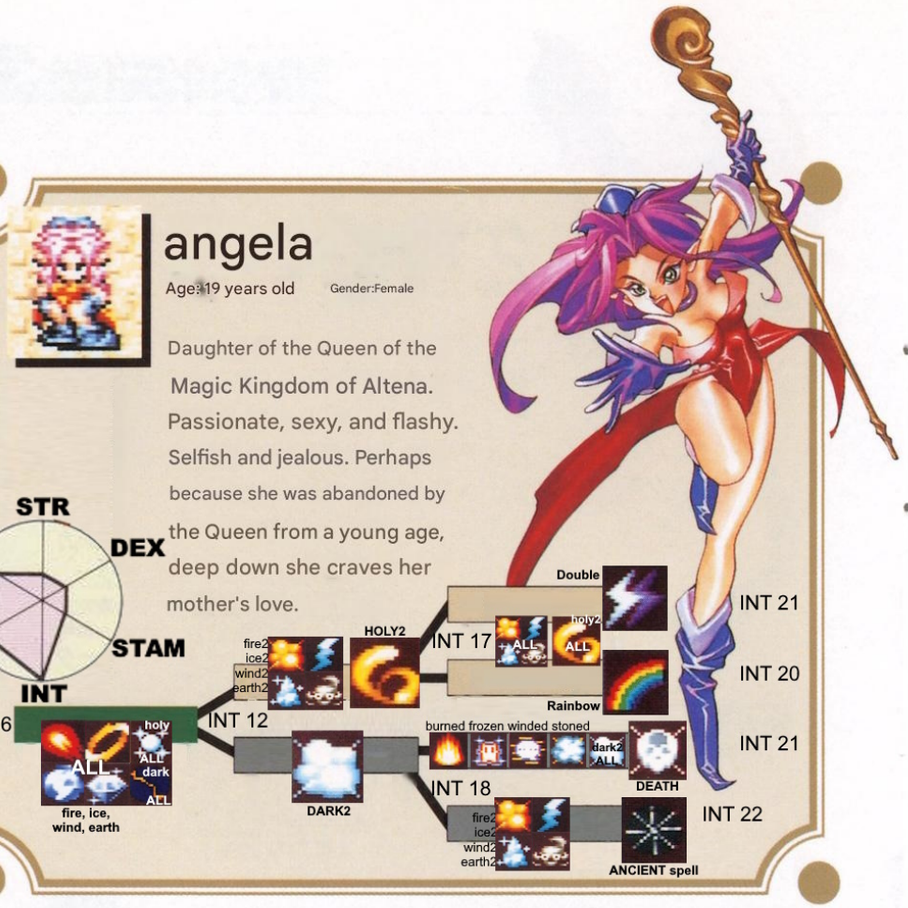
hawkeye

Age: 17 years old Gender: Male

A thief of the Navarre Bandits, based in the desert. He has a humorous and romantic personality. It is unclear whether he is usually serious or careless, but he has a strong friendship side.



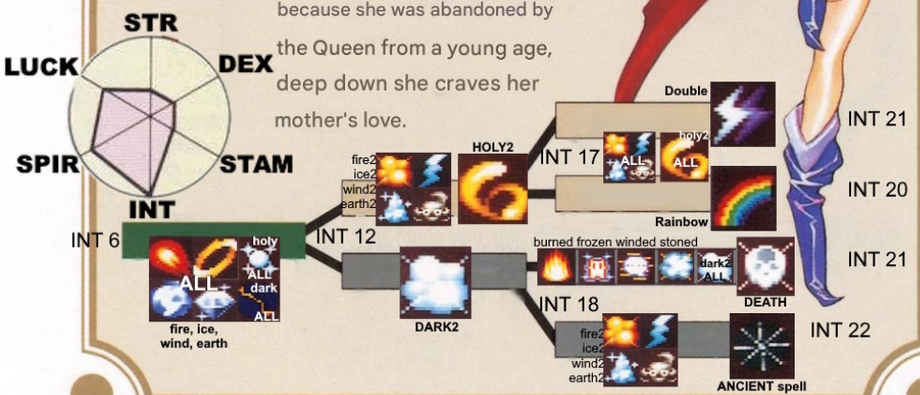




angela

Age: 19 years old Gender: Female

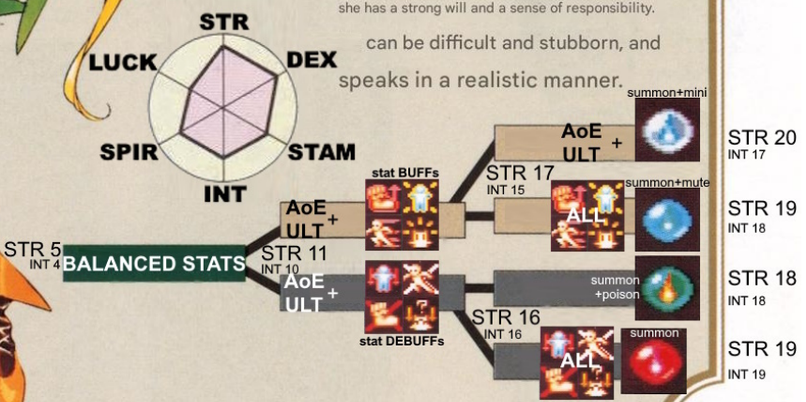
Daughter of the Queen of the Magic Kingdom of Altena. Passionate, sexy, and flashy. Selfish and jealous. Perhaps because she was abandoned by the Queen from a young age, deep down she craves her mother's love.



riesz

Age: 16 years old Gender: Female

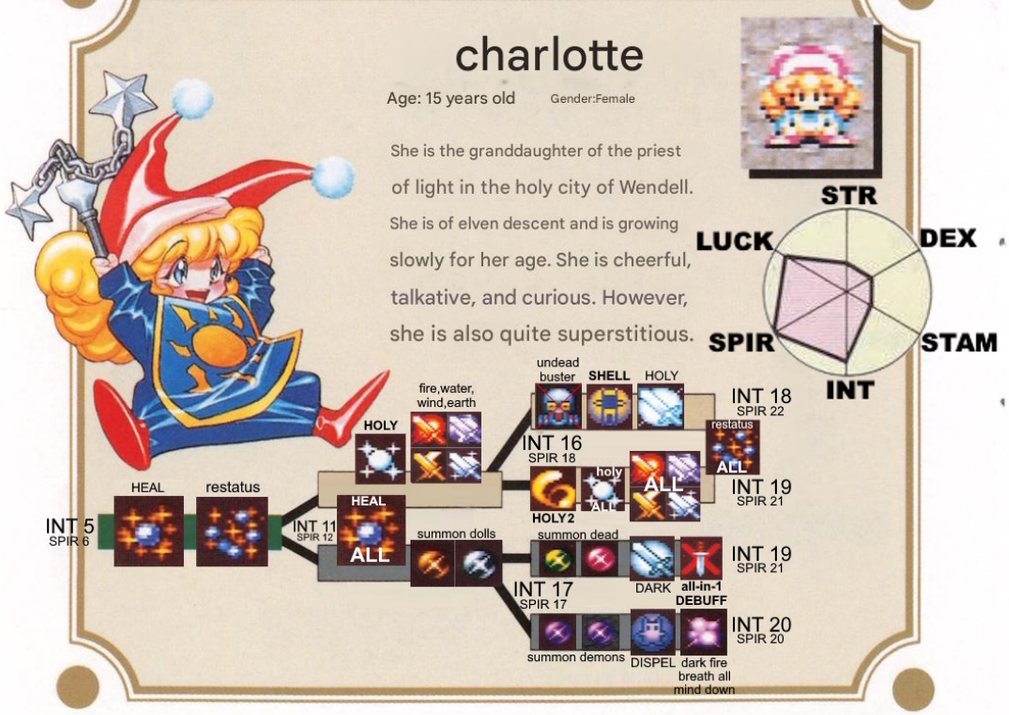
She is the princess of the Wind Kingdom, Roland, and the leader of the Amazonian army. Although she still has the appearance of a young girl, she has a strong will and a sense of responsibility. can be difficult and stubborn, and speaks in a realistic manner.



charlotte

Age: 15 years old Gender: Female

She is the granddaughter of the priest of light in the holy city of Wendell. She is of elven descent and is growing slowly for her age. She is cheerful, talkative, and curious. However, she is also quite superstitious.



"Special attacks that make the most of each type

Each character can learn a variety of special attacks (see page 25).

hawkeye

- bow and arrow — ranger — MP:1
  Rains down arrows on enemies, dealing damage.
- spear bed — ranger — MP:2
  It will summon sharp spears from the ground and deal damage.
- Shuriken — ninja — MP:1
  Throws shuriken-shaped fighting spirit to inflict damage.
- Suiton no Jutsu — ninja — MP:3
  Deals damage and randomly reduces attack power.
- Hiton no jutsu — ninja — MP:3
  Deals damage and randomly reduces magic attack power.
- Doton no jutsu — ninja — MP:3
  Deals damage and randomly lowers dodge rate.
- Raijin no Jutsu — ninja — MP:3
  Deals damage and randomly reduces defense.
- rock fall — rogue — MP:3
  Drops huge rocks on enemies, dealing damage.
- landmine — rogue — MP:4
  Creates a large explosion that deals damage to enemies.
- Silver Dart — rogue — MP:2
  holy elemental damage.
- Hatchet — rogue — MP:3
  non-elemental damage.
- Hurlbat — rogue — MP:4
  dark elemental damage.
- Rocket Launcher — rogue — MP:5
  fire elemental damage.
- Axe Bomber — rogue — MP:5
  non-elemental damage.
- Grumpkin — rogue — MP:7
  MP syphon victims with tree elemental damage.
- Poison mist breath — night blade — MP:3
  Deals damage and randomly inflicts Poison.
- Flame Breath Night Blade — MP:3
  Deals damage and randomly chars enemies.
- Fukumi needle — night blade — MP:3
  Deals damage and randomly silences enemies.
- Weapon attack — Nightblade — MP:4
  Deals damage and randomly confuses.
- black rain night blade — MP:9
  Rains down jet black rain on enemies, dealing damage.

No items exist which emulate any character's unique special attacks listed on these two pages.

kevin

- secret hole — monk — MP:1
  It hits the pressure points and gives you a power boost.

angela

- Double Spell Grandevina — MP:9
  cast spells in succession.
- Rainbow Dust Archmage — MP:10
  It deals damage with an extremely powerful spirit fusion magic.
- Ancient Magus — MP:12
  A powerful magic spell sealed away in ancient times that deals damage.

charlotte

- Unicorn Head Enchantress — MP:1
  Summons a unicorn head to deal damage.
- machine golem — enchantress — MP:2
  Summons a machine golem to deal damage.
- Turn Undead Bishop — MP:1
  Eliminates undead monsters according to their level.
- ghoul — necromancer — MP:3
  Summon a ghoul to deal damage.
- ghost — necromancer — MP:5
  Summon a ghost to deal damage.
- Gremlin Evil Shaman — MP:3
  Summons a Gremlin to deal damage.
- Great Demon Evil Shaman — MP:5
  Summons a great demon to deal damage.
- Demon Breath Evil Shaman — MP:6
  It breathes evil breath and reduces HP.

riesz

- Freya — Vanadis — MP:6
  Summon the Goddess of War to deal damage.
- Marduk Star Lancer — MP:6
  Summons a god with four wings, ears, and eyes to deal damage.
- Jormungand Dragon Master MP:7
  Summons a snake-type dragon to deal damage.
- Lamian Naga Fenrir Knight MP:7
  Summons a half-man, half-snake monster to deal damage.

Duran can equip a shield

Of the six characters, Duran is the only one who cannot learn special attacks. However, he is the only one who can equip a shield.